EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L36	0	(((ray with (travers$4 or cast$4 or trac$4)) and protocol) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and (medical$4 or organ or blood or tissue or ct or mri or xray or "x-ray") and (view or viewpoint or (view near poiont)) same (project$4 or screen or display) with (pixel))).clm.	USPAT; UPAD	OR	ON	2010/11/17 09:59
L37	0	(((pluralit$4 or various$4 or differen$4 or many) near (algorithm or method)) with ray with volum$4).clm.	USPAT; UPAD	OR	ON	2010/11/17 09:59
L40	0	(((ray with (travers$4 or cast$4 or trac$4)) and ((chang$4 or alter$4 or shift$4 or manipula$4 or switch$4) with rendering with (algorithm or method or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 11:24
L41	0	(((contribut$4) with pixel) same voxel) same (ray with (travers$4 or cast$4 or trac$4)) same (volum$4 with render$4).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:35
L44	0	(jump$4 with (forward or backward)) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (render$4 or display$4 or raster$4 or generat$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:37
L45	0	(jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (render$4 or display$4 or raster$4 or generat$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:37
L46	0	(step with direct$4) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L47	0	(step with size) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L48	0	((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L49	0	((switch$4 or chang$4 or alter$4 or manipula$4) with featur$4 with detect$4) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L50	0	((switch$4 or chang$4 or alter$4 or manipula$4) with featur$4 with detect$4) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L51	0	((switch$4 or chang$4 or alter$4 or manipula$4) with rendering with algorithm) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm.	USPAT; UPAD	OR	ON	2010/11/17 13:38
L52	10	(345/424).CCLS.	UPAD	OR	OFF	2010/11/17 13:39
L53	0	(((ray with (travers$4 or cast$4 or trac$4)) and protocol) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and (medical$4 or organ or blood or tissue or ct or mri or xray or "x-ray") and (view or viewpoint or (view near poiont)) same (project$4 or screen or display) with (pixel)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L54	0	(((pluralit$4 or various$4 or differen$4 or many) near (algorithm or method)) with ray with volum$4).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39

L55	0	(((ray with (travers$4 or cast$4 or trac$4)) and ((chang$4 or alter$4 or shift$4 or manipulat$4 or switch$4) with (render$4 or display$4 or raster$4 or general$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel) or ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L56	0	(((ray with (travers$4 or cast$4 or trac$4)) and ((chang$4 or alter$4 or shift$4 or manipulat$4 or switch$4) with (algorithm or method or process$4)) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L57	0	(((ray with (travers$4 or cast$4 or trac$4)) and ((chang$4 or alter$4 or switch$4) with rendering with (algorithm or method or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L58	0	(((contribut$4) with pixel) same voxel) same (ray with (travers$4 or cast$4 or trac$4)) same (volum$4 with render$4).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L59	0	(((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (render$4 or display$4 or raster$4 or general$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:39
L60	0	(((ray with (travers$4 or cast$4 or trac$4)) same ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (render$4 or display$4 or raster$4 or generat$4)) with (algorithm or parameter$4 or process$4))) same (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) same ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L61	0	(jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (render$4 or display$4 or raster$4 or generat$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L62	0	(step with direct$4) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L63	0	(step with size) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L64	0	(step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L65	0	((switch$4 or chang$4 or alter$4 or manipula$4) with featur$4 with detect$4) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ((select$4 or choose or chosen or decide or determin$4 or pick$4) with (algorithm or parameter$4 or process$4))) and (("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:40
L66	0	((switch$4 or chang$4 or alter$4 or manipula$4) with featur$4 with detect$4) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:41
L67	0	((switch$4 or chang$4 or alter$4 or manipula$4) with rendering with algorithm) and ((step with size) same ray) and (jump$4 with (forward or backward) with ray) and (((ray with (travers$4 or cast$4 or trac$4)) and ("3D" or ((three or "3") near dimension$4) or "3-D") same (volum$4 or voxel)) and ((position$4 or direction$4 or step$4) with ray)).clm. and 52	USPAT; UPAD	OR	ON	2010/11/17 13:41